JAK 3

™

THE BOOK

TEEN
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CONTENT RATED BY ESRB

NAUGHTY DOG

SONY COMPUTER ENTERTAINMENT

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the POWER indicator turns green, press the OPEN button and the disc tray will open. Place the Jak 3™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach an analog controller (DUALSHOCK®2) and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

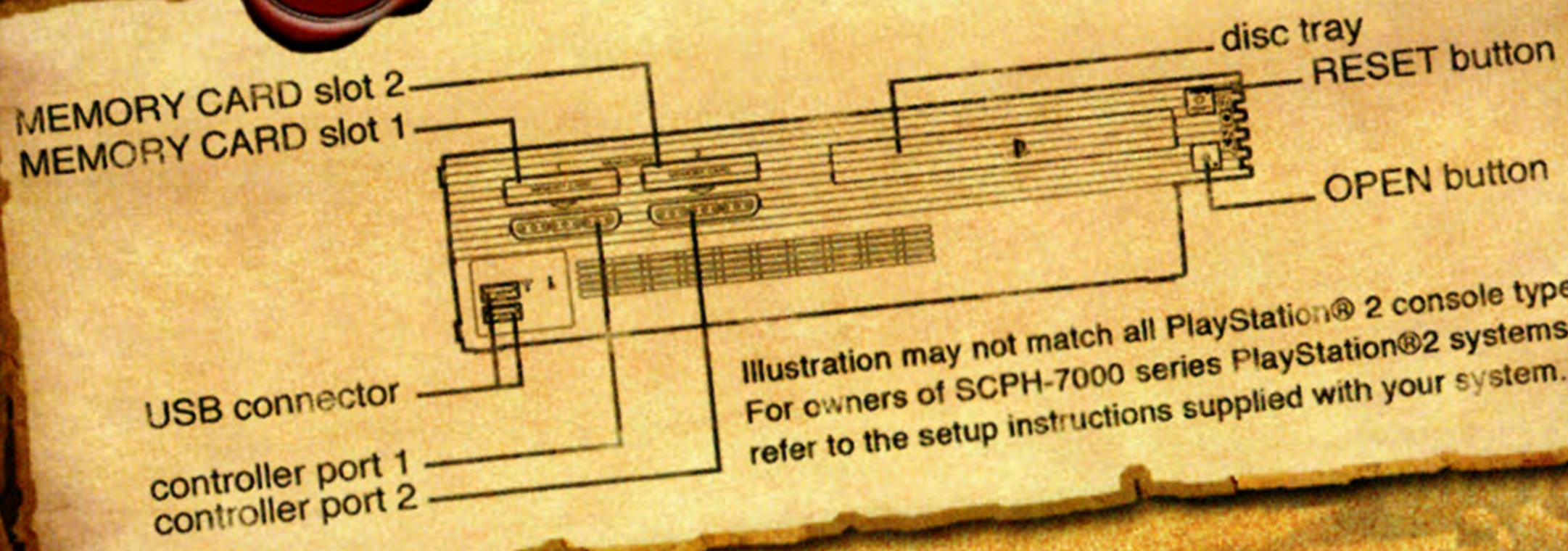
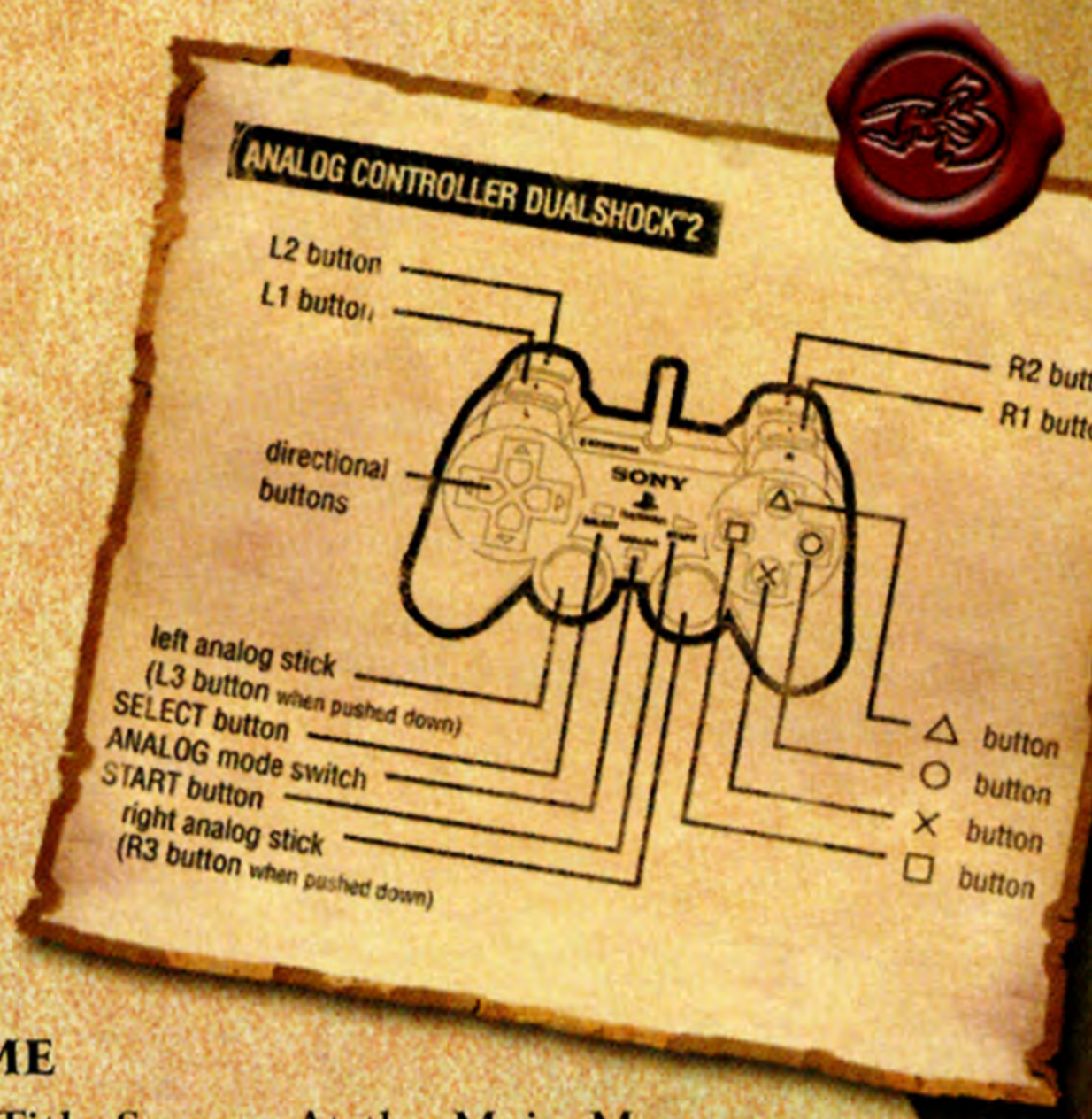


Illustration may not match all PlayStation® 2 console types. For owners of SCPH-7000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.



STARTING UP

STARTING A NEW GAME

Press the START button at the Title Screen. At the Main Menu, select New Game. When asked if you would like to create a Jak 3 save file, choose Yes and press the ⊗ button. Jak 3 has slots for up to four different save files.

AUTO SAVE

As you progress, a special Auto Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the memory card (8MB) (for PlayStation®2) or turn off your system.

MANUAL SAVE

If the memory card (8MB) (for PlayStation®2) is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Options Ring by pressing the START button, then rotating the Ring to the Save Game option.

LOADING A SAVED GAME

If you want to resume a saved game, select Load Game at the Main Menu and then choose the save file you wish to load. You can also load a different saved game file during play by pressing the START button, then rotating the Options Ring to the Load Game option.

The Story So Far...

"I have spent my life searching for the answers that my father and my father's fathers failed to find. Who were the Precursors? Why did they create the vast monoliths that litter our planet? How did they harness Eco, the life energy of the world? What was their purpose? And why did they vanish? I have asked the plants, but they do not remember. I have asked the rocks, but the rocks do not recall. Every bone in my body tells me that the answers rest on the shoulders of a young boy..."

-Samos the Sage

ONE YEAR HAS PASSED SINCE JAK AND DAXTER saved Haven City from Kor and the Metal Head menace, yet the city still finds itself embroiled in chaos as three separate groups fight for control of its streets. The people of Haven City have grown distrustful of Jak and his mysterious dark powers. As rumors spread of his ties with Krew and Kor, the populace targets Jak as the cause for its current unrest. When the palace is destroyed by a surprise Metal Head attack, even Ashelin and Samos cannot protect Jak. The High Council's power broker, Count Veger, banishes Jak for life to the Wasteland outside the city's protective walls. Flown to the harsh, desolate desert and dropped off to fend for himself, he discovers that Daxter and Pecker have loyally followed him into exile. With Daxter and Pecker at his side, the three begin their next adventure as they wander the vast Wasteland and unwittingly set off a series of events that will propel them headfirst toward their ultimate destiny.

Game Controls

Menu Controls

START button	Start Game/Open or Close the Options Ring
Left analog stick / directional buttons	Highlight menu item
✕ button	Select menu item
△ button	Previous screen

Jak's Controls

On Foot

Left analog stick	Walk/Run/Climb Ladder
Right analog stick	Camera Rotate/Zoom
✕ button	Jump
✕ button then ✕ button	Double Jump
○ button	Spin Kick/Dive (while swimming)
□ button	Punch/Dive (while swimming)
R3 button	First Person Camera
Hold L1 button + ✕ button	Crouching High Jump
L1 button (while still)	Crouch
L1 button (hold) + left analog stick	Crawl
L1 button (while moving)	Roll
L1 button (while moving) then ✕ button	Rolling Long Jump
✕ button then □ button	Dive Attack
✕ button then ○ button	Aerial Attack
□ button then ✕ button	Dashing Uppercut
✕ button then □ button then ✕ button	Super Dive Bounce
L1 button + □ button	Crouching Uppercut
L2 button	Activate Dark Jak (with Jak having any amount of Dark Eco)
L2 button (hold) + △ button, □ button, ○ button, or ✕ button	Activate Light Jak (with Jak having any amount of Light Eco and once moves have been awakened)
L2 button (tap as Dark Jak/Light Jak)	Transform back into Jak's normal state
△ button	Talk with Characters, Interact with Item, Enter/Commandeer Vehicle/Leaper Lizard
R1 button	Equip/Fire Morph-Gun
L3 button	Game Stats
SELECT button	Pause Game
START button	Open Options Ring

TIP: To quickly slide down a ladder press and hold the ◎ button. You can also jump off at any time by pressing the ⊗ button.

Daxter's Controls

Left analog stick	Walk/Run
Right analog stick	Camera Rotate/Zoom
⊗ button	Jump
⊗ button then ⊗ button	Double Jump
▢ button	Tail Whip
◎ button	Spin Kick
⊗ button then ◎ button	Aerial Spin Kick
R1 (while hanging)	Defensive Pull-up
L3 button	Game Stats

Morph-Gun Operation

Tap directional button ⬆	Equip/Cycle Through Scatter Gun Mods
Tap directional button ⬇	Equip/Cycle Through Blaster Mods
Tap directional button ⬅	Equip/Cycle Through Vulcan Fury Mods
Tap directional button ➡	Equip/Cycle Peace Maker Mods
R1 button	Fire Weapon
▢ button	Gun Butt
▢ or ◎ button, hit an enemy, then R1 button	Rapid Fire Combo
⊗ button then ◎ button then R1 button	360 Rapid Fire Shower
Directional button ⬆, ⬇, ⬅, ➡ (hold for two seconds)	Put away Morph-Gun

VEHICLE OPERATION

LEAPER LIZARD

Left analog stick	Steering/Movement
Right analog stick	Camera Rotate/Zoom
■ button	Charge Attack (not available during races)
✕ button	Jump
✕ button then ✕ button	Double Jump
✕ button then ■ button	Leaper Stomp
L3 button	Game Stats
△ button	Mount/Dismount

OFF-ROAD VEHICLES

TIP: Each off-road vehicle has its own strengths and weaknesses, which include jumping distance, the ability to fire weapons, armor and speed.

Left analog stick	Steering/Control Vehicle's Rotation/Pitch in Air
Right analog stick	Camera Rotate/Zoom
✕ button	Gas/Accelerate
■ button	Brake
■ button (hold)	Reverse
R1 button	Fire Weapon (only available on certain vehicles)
◎ button + left analog stick (left or right)	Skid Turn
L1 button	Jump
L1 button + left analog stick (left or right)	Jump in Place (to reorient vehicle)/Jump and Turn
R2 button	Turbos (if available)
L2 button	Rear View
R3 button	Toggle First-Person Perspective
L2 button + right analog stick	Toggle Rear View and Side View
L3 button	Game Stats
△ button	Exit Vehicle

ZOOMERS

Left analog stick	Control Vehicle's Rotation/Pitch
Right analog stick	Camera Rotate/Zoom
⊗ button	Gas/Accelerate
▢ button	Brake
▢ button (hold)	Reverse
L1 button	Hop (on a single seat Zoomer)
R1 button	Equip/Fire Morph-Gun
R2 button	Switch between High and Low Hover Zones
L3 button	Game Stats
△ button	Mount/Dismount

JETBOARD

R2 button	Mount/Dismount
⊗ button	Jump
L1 button (hold)	Crouch/Duck
L1 button (hold) + ⊗ button	Charged Launch Jump
⊗ button then ⊗ button again after landing	Boost Jump
▢ button + left analog stick	Grind
⊗ button then R1 button + left analog stickright or left	Spin/Speed Boost
⊗ button then R1 button + left analog stick up or down	Flip
⊗ button then L1, L2, or R1 button + left analog stick any direction	Trick
◎ button	Jet Repulsor
△ button	Turn 180 degrees
L3 button	Game Stats

TIP: When jumping with the JetBoard, try combining the L1, L2, R1 buttons and the left analog stick to create new tricks.

DARK MAKER BOT

Left analog stick	Walk
Right analog stick	Camera Rotate/Zoom
▢ button	Punch
▢ button, ▢ button, ▢ button	Combo Punch
◯ button	Shield
✕ button	Boost Jump
R1 button	Pick Up/Put Down Object
▢ button (While Holding Object)	Throw Object
L3 button	Game Stats

THE OPTIONS RING

Pressing the START button during gameplay will open the Options Ring (pressing the START button during a cutscene will pause the cutscene). Use the left analog stick or directional button to cycle through your choices and press the ✕ button to confirm your selection. Press the △ button or the START button to return to the game.

SHOW MAP

The Map Screen shows the Map of the area you are currently in, important locations marked by icons, as well as your location and the direction you are facing.

MISSIONS

The Missions Screen shows your current Mission in Progress, as well as the Missions Completed. Use the left analog stick or the directional buttons to cycle through them.

HIGH SCORES

The High Scores Screen displays your High Scores for each of Jak 3's many mini-game challenges. These include Gun Courses, Vehicle Challenges and many more.

INVENTORY

The Inventory Screens display all of the items Jak and Daxter have collected during their journey.

CONTROLS

The Controls Screen lists the names of Jak's abilities and how to perform them.

SECRETS

The Secrets Screen is where you purchase a variety of extra goodies and secrets with the Precursor Orbs you've collected. Once purchased, secrets can either be accessed through the Secrets option at the Title Screen, or the Secrets Screen on the Options Ring. Additional secrets will become available as you progress on your journey. Good luck uncovering them all!

OPTIONS

You can adjust the Options before or during your game. The Options Screen allows you to access Game, Graphic, Sound, Picture and Camera options.

Game Options

The Game Options Screen allows you to turn on/off the Vibration Function, Subtitles, and choose the Language for the game's speech and text.

Graphic Options

The Graphic Options Screen allows you to Center the screen, change the Aspect Ratio (from standard 4:3 to widescreen 16:9) and turn on/off the Progressive Scan option (for use with high-end televisions that support 480p).

Sound Options

The Sound Options Screen allows you to adjust the volume levels for the Sound Effects, Music and Speech, as well as the Sound Format. Jak 3 supports Mono, Stereo, and Dolby® Pro Logic®II Surround Sound. Choose each option and use the left analog stick or directional buttons to set the level.

Picture Options

The Picture Options Screen lets you adjust the Contrast and Brightness of the game screen. Choose each option and use the left analog stick or directional buttons to set the level.

Camera options

The Camera Options Screen allows you to change both the Horizontal and Vertical Camera Control. Use the left analog stick or directional buttons to cycle between the Horizontal and Vertical options, press the ⊗ button to select a choice, then use the left analog stick or directional buttons to choose between the Default and Flipped modes.

LOAD GAME

The Load Game Screen allows you to resume a saved game, or load a different saved game file during play.

SAVE GAME

Jak 3 automatically saves as you progress, but it is also possible to manually save your progress at any time by choosing the Save Game Screen. Jak 3 has slots for up to four different save files.

RESTART/QUIT

You can restart any mission in progress by selecting the Restart/Quit Screen. You can also quit the game and return to the Title Screen by choosing the Quit Game option.

THE GAME SCREEN

GAME SCREEN INFO

Game screen info can be accessed by pressing the L3 button.

POWER METER

Jak's Power Meter can be found in the bottom left corner of the screen. The Power Meter encompasses three separate meters in one — Health, Dark Eco and Light Eco. To pull up the Power Meter at any time during gameplay, press the L3 button.

HEALTH METER

Jak's Health Meter can be found around the outer ring of his Power Meter. Jak starts with only eight Health Pips represented by green spheres. More Health Pips can be obtained by finding rare Precursor Armor. Jak loses one or two health spheres when hit. When the Health Meter is empty, Jak's life will be lost. Health can be restored in a variety of ways, including absorbing Green Eco from Health Packs and using Jak's Light abilities to Heal.

DARK ECO METER

Jak's Dark Eco Meter can be found in the center of his Power Meter to the right of the Light Eco Meter. The Dark Eco Meter will fill over time as you collect Dark Eco. Once you have collected some Dark Eco, it is possible to transform into Dark Jak. When the meter is depleted, Jak will return to his normal state.

LIGHT ECO METER

Jak's Light Eco Meter can be found in the center of his Power Meter to the left of the Dark Eco Meter. The Light

Eco Meter will fill as you collect Light Eco. As long as you have collected some Light Eco, you will be able to transform into Light Jak. When the meter is depleted, Jak will return to his normal state.

MAP

An essential tool for survival, the Map will help you navigate the desert Wasteland, the dusty roads and alleyways of Spargus City, and streets and airways of Haven City, as well as many other locales. The Blue arrow represents your current position and the direction you are facing. Grey dots represent parked vehicles. Large flashing dots represent the location of a certain goal or objective. Icons show the destination of your next mission. When in the Wasteland, small Red dots represent enemy Marauders. When in Haven City, small Blue dots represent patrolling Freedom League Guards, with the blue cones showing their line of sight. Small Red dots represent KG Deathbots, with the red cones showing their line of sight. Small Purple dots represent Metal Head creatures. Watch for other helpful icons that may appear on the map!

MORPH-GUN

The Morph-Gun icon located in the top right corner of the screen will appear once the Morph-Gun is equipped. The color and image of the icon corresponds with which gun mod you have equipped. Red = Scatter Gun, Yellow = Blaster, Blue = Vulcan Fury, Purple = Peace Maker. With each Morph-Gun upgrade acquired, multiple arrows in the center of the icon will appear (up to three for each mod). The arrow that is currently highlighted indicates which upgrade is currently equipped. The numbers and meter underneath the icon show how much ammo is left in the gun.

Red=
Scatter Gun

Yellow=
Blaster

Blue=
Vulcan Fury

Purple=
Peace Maker

Essential Items

CRATES AND CONTAINERS

Breaking open crates, baskets and other containers found throughout the environment will reveal many useful items, including Morph-Gun ammunition, Health Packs, Metal Head Skull Gems, Dark Eco, and Precursor Orbs.

TIP: In addition to the different types of Ammunition Crates, try smashing other objects to see what useful items they may hold inside.

HEALTH PACKS

These Health Packs contain small amounts of Green Eco. One Health Pack will replenish a portion of your health.

DARK ECO

Due to Dark Eco experiments conducted on Jak, he can absorb this dangerous substance and use it to transform into Dark Jak. Dark Eco is often left behind by fallen enemies and can be found inside crates or can even be found seeping from Dark Eco Vents.

LIGHT ECO

This mysterious Light substance gives Jak the ability to transform into Light Jak. Once Jak's Light abilities have been awakened, his body will be able to absorb Light Eco. Light Eco can be found seeping from special Light Eco Vents and is occasionally left by fallen enemies and creatures.

TURBOS

Turbos dramatically increase your vehicle's speed for a short period of time. Turbos can be collected by destroying Marauder vehicles in the Wasteland. Some vehicles regenerate Turbos automatically. To collect the Turbo, simply drive over the red glowing orb with your vehicle. To use the Turbo, press the R2 button while driving.

AMMUNITION

There are different kinds of color-coded ammunition, which correspond to each of the Morph-Gun upgrades.

Red=
Scatter Gun

Yellow=
Blaster

Blue=
Vulcan Fury

Purple=
Peace Maker

METAL HEAD SKULL GEMS

These precious gems can be acquired from fallen Metal Head creatures and found stashed in containers. Collect enough of them, and they can be used to unlock and activate special challenges found throughout Spargus, the Wasteland and Haven City.

PRECURSOR ORBS

Precursor Orbs are a rare commodity. You can find them hidden in and around each environment, sometimes stashed within containers, and can also be earned by completing specific tasks and challenges. Once obtained, Precursor Orbs can be cashed in for a variety of Secret options and features.

PRECURSOR ARMOR

Once obtained, Jak can wear pieces of this rare and powerful armor for added protection. Each piece found provides an extra two Health Pips to his Health Meter.

LOCATIONS

SPARGUS CITY

After he is banished from Haven City by Count Veger, Spargus City becomes Jak's new home. This desert oasis is inhabited by the forgotten ones — Haven City's refuse who, like Jak, were thrown out and left to die. Its walls protect the populace from the lethal elements of the Wasteland. Unlike Haven City, this primitive community is free of crime and corruption thanks, in part, to Damas, the tough but fair King of Spargus City. Spargus also posesses a gladiator-style Arena where warriors hone their skills, and newcomers, in hopes of gaining admission to Spargus, are tested.

THE WASTELAND

No one can survive the harsh desert environment of the vast Wasteland for extended periods of time. In addition to the intense, blistering heat, fierce sand storms constantly rage across its dunes, which literally tear the flesh from the bones of those foolish enough to be caught unprepared. To make matters worse, desperate Marauders roam the Wasteland's plains in off-road vehicles, looking to steal and salvage anything they can from the unsuspecting.

HAVEN CITY

Haven City has changed dramatically since Jak saw it last. Under constant attack from two warring factions — an army of powerful KG Deathbots and a large group of vicious Metal Head creatures — Samos, Torn, Ashelin and the Freedom League are putting forth their best efforts to stem the tide. If Jak ever does make it back to Haven City, it will be more hostile and dangerous than ever before.

MISSIONS

Accomplishing missions and tasks is the key to survival, redemption, and ultimately, fulfilling your destiny. Unfortunately, each mission becomes more dangerous as Jak progresses, and just about everyone you meet will need you to do something for him or her.

MISSION STRUCTURE

As you progress through the game, new icons will appear on the Map indicating important destinations. Each destination generally has someone waiting for you to send you out on a mission. It's possible to have multiple icons on the Map at one time, allowing you to choose which mission to undertake.

Getting To Know Jak

Jak has continued to mature and grow since the last time we saw him. Forced into exile by the very ones he fought to protect, anger and resentment fester inside him. Questioning his purpose and even his true identity, he is a tormented soul who has yet to come to grips with his newfound Dark Powers.

DARK JAK

Due to exposure to Dark Eco, Jak can transform himself into Dark Jak — a crazed, powerful creature that can temporarily unleash massive attacks against multiple enemies at once. When the Dark Eco meter has energy, pressing the L2 button will activate and unleash Dark Jak. When in Dark Jak mode, you can execute a variety of devastating moves and also absorb more damage. You can tap the L2 button to exit Dark Jak mode.

Dark Bomb*

✕ button then ■ button (while in air)

Jak's Dark Bomb attack sends out a devastating wave of Dark Eco energy, damaging anything caught in its outward blast radius.

Dark Blast*

■ button then ✕ button or L1 then ■ button

When unleashed, Jak's Dark Blast attack emits a deadly discharge of Dark Eco energy.

**These moves can only be executed when your meter pulses bright purple.*

Shadow Invisibility (when acquired)

▲ button (when standing in front of a Dark Precursor Idol)

Shadow Invisibility gives Jak the ability to temporarily turn invisible, allowing him to stealthily pass by enemies unseen.

Dark Strike (when acquired)

R1 button

Jak's Dark Strike attack delivers a powerful blow, allowing him to break through barriers and obstacles.

TIP: In addition to the Dark Jak moves listed above, pressing the ■ button repeatedly will unleash a flurry of rapid attacks.

LIGHT JAK

To counterbalance Jak's Dark abilities, new Light powers are awakened inside him. Over time, Jak will be able to harness these new Light abilities and use them to heal, slow down time, surround himself with a protective shield, and even glide in the air. Jak can transform into Light Jak with any amount of Light Eco in his meter. He will remain Light Jak until the meter has been depleted. As you gain Light Jak abilities, hold the L2 button and press the △ button, ○ button, ✕ button, or □ button to execute a variety of Light Jak abilities. You can tap the L2 button to exit Light Jak mode.

LIGHT REGENERATION

L2 button + △ button

Light Regeneration gives Jak the ability to heal and replenish his health.

FLASH FREEZE

L2 button + □ button

Flash Freeze gives Jak the ability to slow down time around him while he continues at his normal pace.

LIGHT SHIELD

L2 button + ○ button (hold)

Light Shield gives Jak the ability to pull up a shield, which provides temporary protection from his enemies.

LIGHT FLIGHT

L2 button + ✕ button (press ✕ then ✕ to initiate Flight, and continue to press ✕ at timed intervals to fly/glide)

Light Flight gives Jak the ability to soar to areas otherwise unreachable.

TIP: Jak's Light/Dark Eco meter does not need to be full in order to transform into Light/Dark Jak. It's possible to transform as long as there is some Eco in the meter.

VEHICLES

Sometimes getting around on foot just won't cut it. Thankfully, Jak and Daxter will find a wide variety of vehicles at their disposal during their adventures.

OFF-ROAD VEHICLES

The only way to safely travel across the vast plains of the Wasteland is by driving one of these off-road vehicles. Each vehicle Jak earns has its own set of attributes, as well as complex handling physics, which allow them to adapt to the Wasteland's rough and uneven terrain. To hop into an available vehicle, stand next to it and press the △ button.

Tough Puppy

Overall, the Tough Puppy is a decent off-road vehicle. While this small vehicle lacks the ability to fire any sort of weaponry, its tight handling, solid construction, quick speed and medium jumping range counterbalance its defensive shortfalls.

Top Speed: Fast
Armor: Moderate
Jumping Range: Medium
Firing Capabilities: None

Sand Shark

With its rear-wheel drive, large knobby tires and dual turbo engines, the Sand Shark can be a bit tricky to handle. It offers some serious torque and top speed, but can only jump a few inches off of the ground. While its body can't withstand repeated damage, it does come equipped with twin front mounted machine guns — the perfect solution for dealing with pesky Marauders and Metal Head creatures.

Top Speed: Fast
Armor: Moderate
Jumping Range: Low
Firing Capabilities: Twin front mounted machine guns

Dune Hopper

The Dune Hopper is not equipped for extended combat, as its armor is weak, it can only fire projectile grenades, and it has a

medium top speed. While it might not be suited for combat, the Dune Hopper shines in its ability to travel over tough terrain. Equipped with multi-jointed independent suspension for driving over uneven surfaces and the ability to jump great distances with its spring-mounted chassis, this off-road vehicle is perfect for crossing large gaps and getting to places that would be otherwise unreachable.

TOP SPEED: Medium
ARMOR: Weak
JUMPING RANGE: High
FIRING CAPABILITIES: Grenade launcher

> **TIP:** When driving the Dune Hopper, hold down the L1 button then release to jump great distances.

GILA STOMPER

The Gila Stomper is a solid off-road vehicle made for combat. Sporting an armored shell and an auto-targeting rear mounted machine gun, the Stomper is perfect for taking out Metal Head nests and eggs. Unfortunately, the extra armor and heavy firepower comes at a cost. The extra weight translates into a slow top speed and a low jumping range.

TOP SPEED: Slow
ARMOR: Strong
JUMPING RANGE: Low
FIRING CAPABILITIES: Rear mounted machine gun

SLAM DOZER

The Slam Dozer is a beast to be reckoned with. This tank of a vehicle has super strong armor and a front mounted cannon that will auto-target the nearest enemy. The Slam Dozer also comes equipped with a horned battering ram, which allows this mechanical behemoth to mow down enemies and bust through barriers with ease. Tipping the scales is its turbo-injected engine, which gives the vehicle an unending supply of quick turbos, and allows it to break through even the toughest obstacles.

TOP SPEED: Slow
ARMOR: Strong
JUMPING RANGE: Low
FIRING CAPABILITIES: Front mounted machine gun

> **TIP:** Tip: Use the Slam Dozer's turbos to smash through obstacles.

In addition to the ones listed, it's possible to earn other Off-road Vehicles in the game. Remember, Precursor Orbs are a rare commodity and they can be used to unlock a variety of secrets...

MONK GLIDER

Built by the Precursor Monks, Monk Gliders were once used to bridge the gaps between great distances. Riding on air thermals, these makeshift wings will quickly lose their lift and send you into a tailspin if not propelled forward by floating speed rings. The left analog stick is used to control the Monk Glider's ascent and descent, as well as to steer left and right.

TIP: Make sure to equip your Morph-Gun when riding the Monk Glider. Some speed rings are closed and must be shot in order to activate them.

LEAPER LIZARD

These once wild and feisty creatures have now been domesticated and are used to quickly get around Spargus City. In addition to feeding on the local rodent population, they are sometimes used for recreation and sport, providing an exhilarating racing experience. To mount a Leaper Lizard, stand next to it and press the △ button. To steer, press the left analog stick in any direction. Pressing the □ button will execute a charge attack. You can make a Leaper Lizard jump by pressing the ✕ button. To execute a double jump, press the ✕ button, then quickly press it again.

TIP: Tip: Leaper Lizards can effortlessly jump large gaps and also have the ability to execute a fierce Leaper Stomp by pressing the ✕ button then the □ button.

ZOOMERS

Zoomers are the perfect transportation for getting around Haven City's war torn streets. Sometimes, "borrowing" a vehicle from one of its citizens will be necessary in order to complete a mission. To commandeer a vehicle, get underneath or next to it and press the △ button.

JETBOARD

Once obtained, you can use the JetBoard at any time. Pressing the R2 button will get you on and off the JetBoard. Using the L1, L2 and R1 buttons, in combination with the ✕ button and left analog stick, will allow you to pull off a variety of tricks. While on the JetBoard, press ◎ to activate your Jet Repulsor. This will allow you to take out enemies that come in contact with the JetBoard by emitting a short but powerful burst of energy.

DARK MAKER BOT

The Dark Maker Bot can literally give you the upper hand with its tough metallic surface and its incredible strength. It is equipped with a shield activated by pressing the ◎ button. It can also lift and throw heavy objects.

Morph-Gun

The Morph-Gun is Jak's major line of offense and mastering its different functions will be the key to survival. There are multiple modifications that can be made to the gun, which give it different firepower capabilities. Each mod can also be upgraded an additional two times for devastating results.

SCATTER GUN

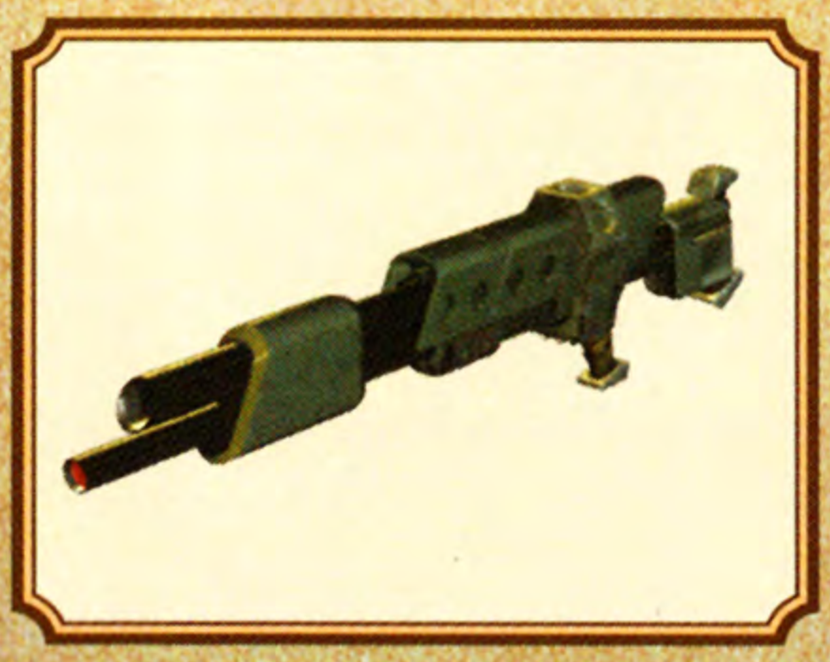
The Scatter Gun is a good short-range weapon that can take out multiple enemies with its wide field of fire.

Mod 1: Wave Concussor

The Wave Concussor mod allows the Morph-Gun to charge up its shot, resulting in a large, concussing blast radius when released. Hold the R1 button to charge. The longer the shot is charged, the more devastating the results. Charging up a complete shot will eat up five units of ammunition.

Mod 2: Plasmite RPG

The Plasmite RPG mod gives the Morph-Gun the ability to shoot out a lethal grenade that will explode after a few seconds when fired or upon contact with an enemy. With the ability to bank the grenade off walls, the Plasmite RPG is the perfect weapon to use against enemies around corners and in corridors. Firing one grenade from the Plasmite RPG will eat up ten units of ammunition.



BLASTER

The Blaster is a good all around weapon with a solid rate of fire. It also has a laser sight that can help target enemies from far away.

Mod 1: Beam Reflexor

The Beam Reflexor mod gives the Blaster banking shot capabilities, which allows you to fire off a quick rapid succession of shots and bank them off multiple walls and enemies. This makes the Beam Reflexor great for clearing rooms and areas with lots of enemies. The only downside to using the Beam Reflexor is that it costs one unit of ammo to shoot and one unit of ammo per successful hit.

Mod 2: Gyro Burster

The Gyro Burster mod sends out a devastating flying drone of destruction that will fly above the enemy and pelt it with a shower of deadly fire. It's the perfect weapon for clearing out hostile areas when your health is low. Using it is costly, however, as one Gyro Burster drone uses up 50 units of ammunition. Press the R1 button to stop the drone from firing.

VULCAN FURY

The Vulcan Fury has less range than the Blaster, but its machine gun-like capability outputs a high rate of fire. Like the Blaster, the Vulcan Fury is equipped with a laser sight to help get a bead on long-range targets.

MOD 1: ARC WIELDER

The Arc Wielder mod enables the Morph-Gun to shoot out a deadly arc of electricity, substantially damaging any enemies that happen to get caught in its pulsing beam. Keeping your eye on ammo when using the Arc Wielder is highly recommended, as using it can eat up your ammo stores in seconds.

MOD 2: NEEDLE LAZER

The Needle Lazer mod gives the Morph-Gun the ability to shoot a barrage of heat-seeking fire toward unsuspecting targets. With its incredibly high rate of fire, it's almost impossible for an enemy to escape from its path.

TIP: The Needle Lazer's only downside is that it eats up ammo even faster than the Arc Wielder, potentially leaving you in a vulnerable position if you are not prepared.

PEACE MAKER

The Peace Maker is a lethal weapon that fires electrically charged particles. If multiple enemies are within its range, the electricity will arc and separate, targeting all in its path.

Mod 1: Mass Inverter

The Mass Inverter mod gives the Morph-Gun the ability to emit anti-gravity waves, rendering any enemies caught within their path weightless and helpless.

TIP: The Mass Inverter doesn't damage enemies, so be sure to attack them while they are floating.

Mod 2: Super Nova

The Super Nova mod is one of the Morph-Gun's most powerful upgrades. When unleashed, its awesome destructive power does massive damage to all enemies within its wide blast radius.

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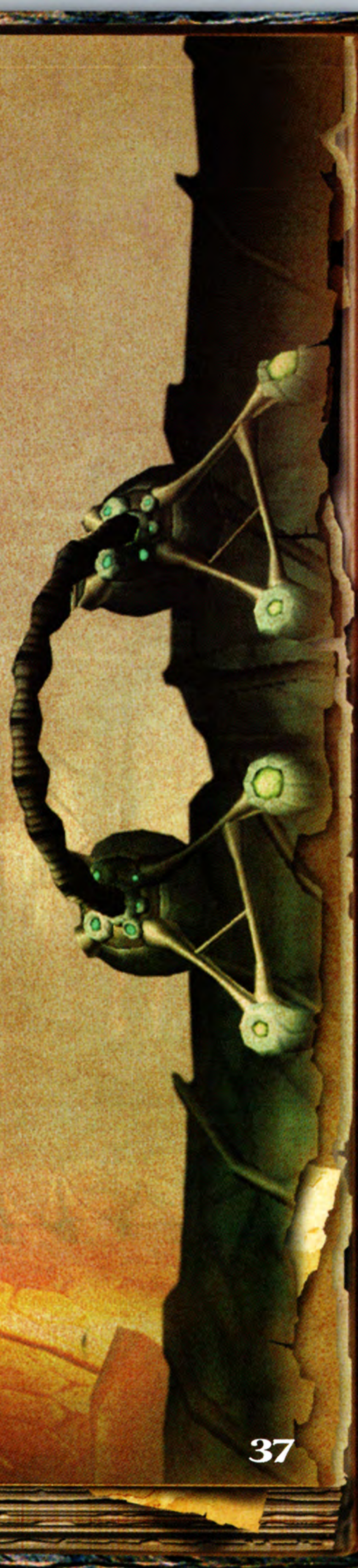

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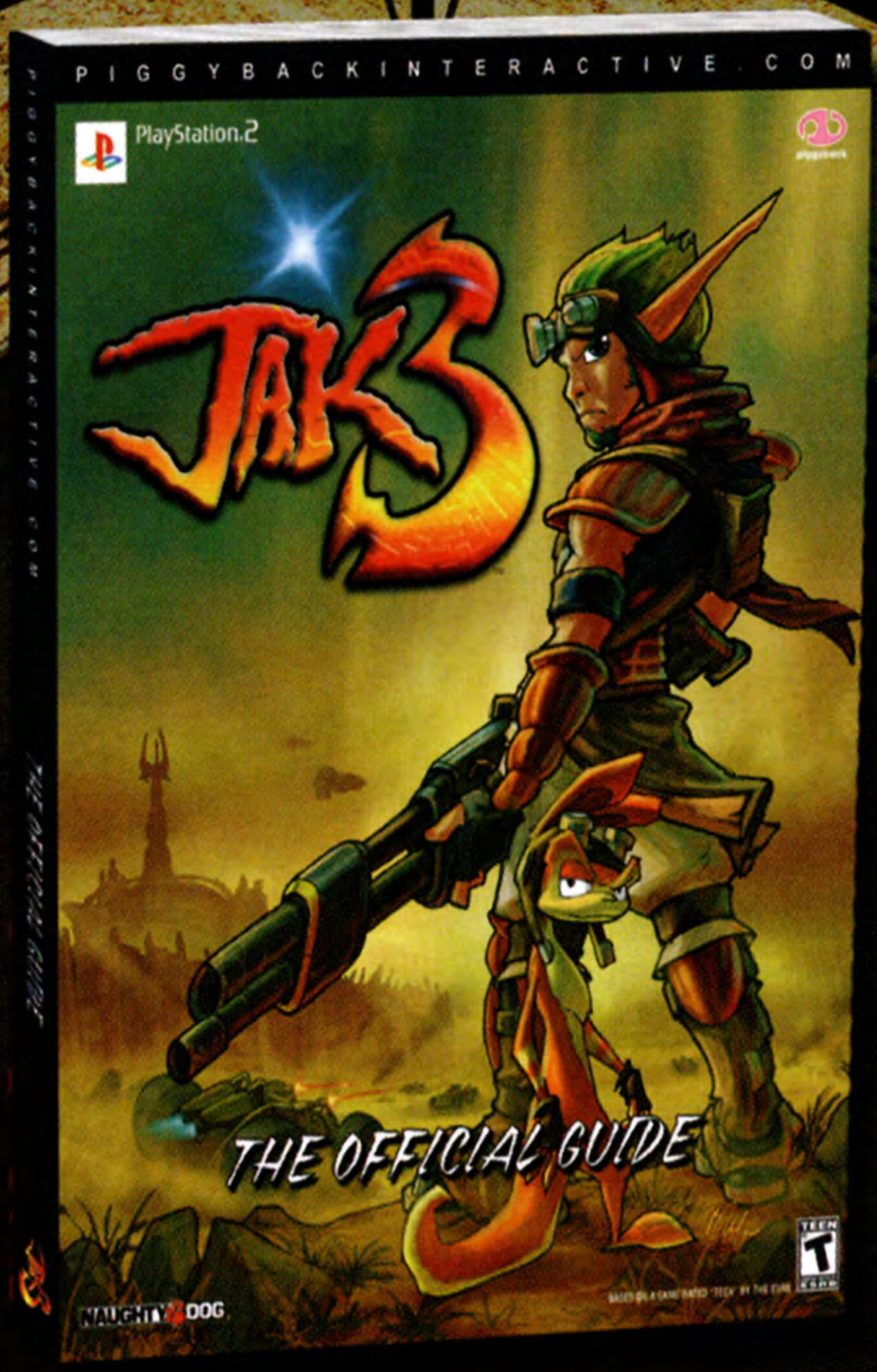

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